

# Ben Zhao



@wenbenz



/in/wenbinzhao

<http://wenbinzhao.com> | [ben@wenbinzhao.com](mailto:ben@wenbinzhao.com) | 306-737-2773

## TECHNOLOGIES

- C, C++, C#
- SQL
- AngularJS
- Less, Sass
- Node.JS
- MongoDB
- ReactJS
- Gulp
- Java
- JavaScript
- TypeScript
- Linux

## EDUCATION

### University of Waterloo

*September 2016–Present*

Candidate for Honours Bachelor of  
**Computer Science**, Co-op (2B)

## EXPERIENCE

### Imagine Communications—Full Stack Developer

*September 2017–December 2017*

- Refactored code to be asynchronous using JavaScript promises and increase UI responsiveness bypassing unnecessary server calls.
- Implemented UI features specified by designers and POCs to secure a major client.
- Developed reusable Angular components by applying modular design principles to accelerate UI development and enforce a uniform style.
- Automated stylesheet generation for icons using node.JS to enable exporting icon sets as reusable NPM packages.
- Developed back-end services to handle and optimize data transfer using C#.

## PROJECTS

### HangmanBot AI

*September 2017*

- Created a hangman game using AngularJS and a NoSQL database which logs data from each game.
- Developed an algorithm to determine the most likely letter to appear based on word length, letter frequency, and previous game data.
- Bot undefeatable with greater-than-3 letter words after populating database with 20K words.

### CC3K—A RPG in the C++ Console

*June 2017*

- Created a game in C++ using various design patterns such as MVC and Observer pattern.
- Designed software architecture using UML diagrams to visualize plan.
- Modularized components for a highly scalable framework for expansion.
- Used Git to collaborate with teammates and manage code base.

### WatRGoose—A Published Android App

*November 2016*

- Developed and published an Android application with a small team and limited time.
- Tested app across multiple devices, patched bugs specific to certain devices, and published app to Google Play Store.